Knittr – Procedural Knitwear Shader v0.1 – Blender

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Knittr – Procedural Knitwear Shader v0.1 – Blender: Introducing a 100% Procedural Knitwear Shader designed for seamless integration with traditional image textures:

- Exceptional Flexibility: This shader allows for versatile customization and can be combined with standard image textures effortlessly.
- Unprecedented Detail: Experience extreme detail through micro-displacement, enhancing the realism of the knitwear texture.
- Ideal for Cloth Simulation: Achieve stunning results when paired with cloth simulation, creating lifelike fabric movements.

Included are three example patterns to kickstart your creativity.

The 'Knit Map' is used as the vector input to transform any pattern into a convincing knitted appearance. This enables overlaying logos with alpha channels on top of background patterns for a personalized touch.

Important Note: The primary file is tailored for Blender 2.8, and there's an additional file compatible with Blender 2.79. The shader is optimized for Cycles with micro-displacement but is also compatible with Eevee.

This file operates under the CC-0 license, allowing users to use, modify, and share the shader without restrictions. Upgrade your digital textile creations with this potent and freely available Procedural Knitwear Shader.

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